

- 2 -

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**In the specification:**

Delete the first full paragraph beginning on page 24, and replace it with the following paragraph:

--5. SYNC\_WT\_N2 Waiting for a second PSYN\_N character. There are several possible cases, but the SYNC\_CNT is used here. The idea is that we do not consider the sync valid unless we see at least a "-", "+", "-" or a "+", "-", "+" sequence. This is indicated by a SYNC\_CNT (of valid states) greater than 2.

- 1.) The transition marked with the text "(PCODE=PSYN\_N & SYNC\_CNT> 2 & WAS\_OK) is an optimization that allows bypass of the SYNC\_WT\_P2 state if previously were in DATA\_OK\_P. This optimization is "safe" and it allows less data to be dropped.
- 2.) PSYN\_N received, by the SYNC\_CNT is two or less. Must go to SYNC\_WT\_P2 to ensure we get three valid sync transistions transitions in a row.
- 3.) Received two PSYN\_P characters when already out of sync. Report an error by going to the SYNC\_ER\_state.--

Delete the first full paragraph beginning on page 25 and replace it with the following paragraph:

-- Each of the timing diagrams of FIGs. 6A-6D illustrates the data being read by the individual pipes (Data), the synchronization or adjunct code associated with each data portion (ADJ), the Idle count (IDLE\_CNT) variable value associated with the packet portion and the pipe sync state machine state (Pipe Sync SM) associated with the packet portion, which is determined from analysis of the adjunct codes. Each diagram also illustrates how the grouping circuitry processes the individual data packet portions. The high side data labeled as Source H Data is shown as a series of packet portions labeled 0H, 1H, 2H, etc. The corresponding synchronization codes or adjunct codes are labeled Source H ADJ and are shown as a series of alternating Positive and Negative codes, each

- 3 -

pair separated by three Idle sync codes. The timing diagram also indicates the Idle count value associated with the packet portions, labelled labeled IDLE\_CNT H, as well as the state of the pipe sync state machine associated with each packet portion, labeled Pipe Sync SM: H. For the low side, the data packet portions are labeled in sequence as 0L, 1L, 2L, etc. The adjunct codes for the low side follow the same pattern as the codes for the high side. The Idle count for the low side is indicated by IDLE\_CNT L, and the pipe sync state machine states for the low side are indicated by Pipe Sync SM: L.--